

Utah Department of Environmental Quality

Division of Drinking Water

Public Water System Inventory Report

Run Date:
08/04/2011 12:10 pm

PWS ID: UTAH14013 **Name:** HOLDEN TOWN WATER SYSTEM
Legal Contact: HOLDEN **Rating:** Approved
KENNETH A JACKSON **Rating Date:** 02/16/1988
Address: BOX 127 **Activity Status:** Active
HOLDEN, UT 84636
Phone Number:
City Served (Area):
County: MILLARD COUNTY
System Type: Community **Last Inv Update:** 03/16/2011 **Avg Daily Prod:**
Activity Status Cd: Active **Last Snty Srv Dt:** 07/16/2010 **Total Dsgn Cap:**
Population: 450 **Surveyor:** WADE TOLBERT **Total Emerg Cap:**
Oper Period: 1/1 to 12/31

Gal/Day Gal/Min

Contacts

Contact Type	Name	Title	Phone Numbers		Email Address
			Office	Emergency	
AC	JACKSON, KENNETH A	MANAGER	435-795-2239	435-253-0134	kjackson@crystalpeaks.com

Service Connections

Connection Type	Meter Type Code	Meter Size	Number Connections
Residential	Metered	0	237
			237 Total Svc Connections

Storage

Total Storage: 740,000 GAL **Number of Units:** 4 **Adequate Capacity:** NO

No.	Name	Type	Effective Volume	Constr Matrl	Overflow Elev	Activity Status	Press'd
ST004	300 K TANK	Reservoir	300,000			A	
ST001	200 K TANK	Ground	200,000 GAL	Concrete		A	NO
ST002	150 K TANK	Ground	150,000 GAL	Concrete		A	NO
ST003	90 K TANK	Ground	90,000 GAL	Concrete		A	NO

Treatment Plants

No.	Plant Name	Approved Design Capacity (gal/day)	Activity Status	Treatment Process
TP001	BENNETT SPRING CHLORINATOR		A	

Distribution System

Pump Type	Total Dyn Head ft H2O	P.S.I.	Pressure Adequate	Cross Connection	Auhority Statement
No					

Sources

No.	Source Name	Activity Status	Source Type	Well Dia.	Safe Yield *	Pump Capacity	Location Data On File	Water Type	Availability	Period of Operation	Grnd Wtr Indicator
WS001	BENNETT SPRING	Active	SP				Yes	GW	Permanent	1/1 to 12/31	
WS002	MCKEE SPRING	Active	SP				Yes	GW	Permanent	1/1 to 12/31	
WS003	WELL SE OF HOLDEN	Inactive	WL	6	25 GPM		Yes	GW	Other		

*Reports measured flow for wells, approved design capacity for all other sources.